

APPENDIX A

	1	2	3	4	5	6	7
RED	0	1	0 _(A)	1	0 _(C)	1 _(E)	2 _(G)
BLUE	0	0	0	0 _(B)	2 _(D)	2 _(F)	0 _(H)

- (A) **GAME STOPPED DUE TO NATURAL CAUSES OR CURFEW IN THE TOP OF THE THIRD WITH RED LEADING 1-0 AND TIME LIMIT (65 MIN.) HAS NOT BEEN REACHED.**
Incomplete game. Game will start at the exact point the game was stopped. Make sure both teams agree on the situation (ie outs, baserunners). The umpire should sign both books.

(B) **GAME STOPPED AND 65 MINUTE TIME LIMIT HAS BEEN REACHED.**
Completed game and Red wins 2-0

(C) **GAME STOPPED DUE TO NATURAL CAUSES OR CURFEW IN THE MIDDLE OF THE FIFTH INNING WITH RED LEADING 2-0**
Incomplete game. Game will start at the exact point the game was stopped. Make sure both teams agree on the situation (ie outs, baserunners). The umpire should sign both books.

(D)

1. **GAME STOPPED DUE TO NATURAL CAUSES OR CURFEW AFTER FIVE INNINGS WITH THE SCORE TIED 2-2**
Game ends in a tie 2-2

2. **GAME HAS REACHED 65 MINUTE TIME LIMIT. SCORE TIED 2-2 AFTER COMPLETE INNINGS.**
Complete game ends in a tie 2-2

(E) **GAME STOPPED DUE TO NATURAL CAUSES OR CURFEW IN THE MIDDLE OF THE SIXTH INNING WITH RED LEADING 3-2.**
Because blue has not batted in sixth inning, the game reverts back to the last full complete inning with the score tied 2-2, and the game ends in a tie.

(F) **GAME STOPPED AFTER SIX INNINGS WITH BLUE LEADING 4-3. 65 MINUTE TIME LIMIT IS REACHED.**
Completed game and the final score is 4-3

(G) **GAME STOPPED IN THE MIDDLE OF THE SEVENTH INNING WITH RED LEADING 5-4.**
Because blue has not batted in seventh inning, the game reverts back to the last complete inning and blue won 4-3.

(H) **GAME ENDED AFTER SEVEN INNINGS WITH RED LEADING 5-4.**
Completed game and Red won 5-4
- ADA STANDARDS
- Individuals with disabilities are encouraged to participate. In compliance with ADA, auxiliary aids and services are available upon request.
- MISSION STATEMENT
- The Department of Recreation strives to provide and maintain quality programs and facilities that meet the recreational, social, cultural and physical needs of a diverse and changing community.
- MONTGOMERY COUNTY DEPARTMENT OF RECREATION
- SPORTS TEAM
- 4010 Randolph Road
Silver Spring, Maryland 20902
- MONTGOMERY COUNTY ADULT
SLOW PITCH SOFTBALL LEAGUE RULES
- The Montgomery County Recreation Department, through the League Director, reserves the right to amend the rules and schedules as conditions may warrant.
- I. LEAGUE
- I.1 The Montgomery County Department of Recreation offers four softball leagues for individuals sixteen (16) years old or older. The leagues are: Men's- (men only); Women's- (women only); Regular and Reverse Co-Recreational (men and women).

I.2. We strongly urge that each team in the league have insurance to cover each player appearing on the roster for every game, practice game, and travel to and from each league game and practice game, or each player be covered by personal health insurance.
- II. PLAYER ELIGIBILITY
- II.1 80% of the team roster must consist of players who live or work in Montgomery County or who reside in Prince George's County.

II.2 **Men's, Women's and All Co-Rec: A player may be on the roster of multiple teams. Players may be on only one roster per night.**

II.3 Players participating in age group divisions (35, 40, 50, 55,60,65) must be that age during the current calendar year.
- III. ROSTERS
- III.1 It is the **Manager's/Coach's responsibility** to make sure that the roster has been received in the Sports Office prior to the first league game. Changes, deletions and/or additions must be made in writing prior to the first Monday in June. Coaches enclosing a self-addressed stamped envelope will be sent a photocopy of their roster or a copy may be picked up in the Sports Office. **Any team without a roster on file by the first Monday in June will not be eligible for playoffs, regardless of record or standings.**

III.2 **Rosters are to be submitted on the official roster form. Each player's full address, and work and home phone numbers should appear on the form.**

III.3 **Each team shall be limited to 24 players at any one time.**

III.4 A player must be officially released in writing, before he/she may play with another team. The Add/Delete Form is available in the team packet.
- IV. GRACE PERIOD
- IV.1 There will be a ten minute grace period for all 6:00pm, 6:15pm games on weekdays. All games must start as soon as the minimum number of eligible players are present. For the Sunday league games and the weekend make-up games there will not be a 10-minute grace period. If the grace period is in effect, it is understood that the time limit (see Rule V.1) is reckoned from the scheduled starting time of the game.

IV.2 **FORFEITED GAME:** A team forfeits a game when it fails to have the minimum number of players to start a game or maintain the minimum number of eligible players to continue playing.(See V.2) Teams participating in the Doubleheader Division will forfeit each game separately. Doubleheader Division teams that forfeit their first game of the day, due to insufficient number of players, must begin the second game of the doubleheader as soon as they have the minimum number of eligible players present but no later than the scheduled starting time for the second game.
- IV.3 **If a team forfeits two games during the season due to insufficient number of players, that team will be dropped from the league unless they post a \$50.00 forfeit fee.**

IV.4 Any team dropped from the league shall forfeit their entire franchise fee.
- IV.5 **GAMES STOPPED DUE TO NATURAL CAUSES OR CURFEW:** (See Appendix A)
- V. PLAYING RULES
- Unless modified by this set of rules, all games of the league shall be played in accordance with the current slow pitch rules of the Amateur Softball Association (ASA) or National Softball Association.
- V.1 **TIME LIMIT:** There will be a 65-minute time limit for all games, except for the last game scheduled on any field. No new inning may begin after the time limit has been reached. An inning that has begun will be completed, and if the time limit has been reached, at that point the game ends with the team ahead declared the winner. For time limit purposes, the new inning begins when the 3rd out occurs. The last scheduled game on any lighted Regional Park may have curfew imposed. No new inning may start after 10:30pm. Curfew, darkness or rain shall supersede the 65 minute time limit as long as 5 innings have been completed. If this occurs, the game shall be considered a legal game. (See Appendix A)

V.2 The number of players to start and continue a game shall be as follows: Men's: game may start and/or be played with a minimum of 8 players, only if the ninth and tenth eligible players are not available. If a ninth and tenth player(s) arrive after the start of a game, he bats in the ninth and tenth position. Teams will not receive outs for these missing positions. If a player leaves the line-up for any reason causing the team to play shorthanded, that player may not return to the line-up. A player arriving late, however may substitute for that vacancy. If a game is started with eleven players it must end with 11 players if substitutes are available. In the Men's and Women's league a team may start or drop to nine players with no penalty. Exception: if the vacancy results from an unsportsmanlike ejection. An out will be taken when the vacant batting order position is due to bat. All Co-Rec: Teams may choose to use 12 players; two additional hitters, one male and one female, if 12 players are used the game must end with 12 players if substitutes are available. If a team has elected to use the additional hitters and substitutes are not available, the player who leaves the line-up will be recorded as an out. If a team chooses to play with ten players it must end with ten if substitutes are available. If substitutes are not available they may drop to nine with an out taken in the vacancy. In the Co-Rec Leagues - Any vacancy in the line-up will result in an out taken for each vacancy

V.3 **Additional Hitter(s) Rule** (optional in ALL LEAGUES). Men's 35+ League may bat 12 players, but defensively play 10. A team may insert an additional hitter, (two hitters in Co-Rec: one male and one female), into its line-up at the start of a game only. The batting order must remain constant; however, any 10 of the 11 players (Men's and Women's) or 10 of the 12 (All Co-Rec Five Men and Five Women) can take defensive position throughout the game.

V.4 In the Men's and Women's Leagues if the game is started with 11 players, it must end with 11 players if substitutes are available. A team may finish with 10 or 9 players when there is not a substitute available. All 11 players shall be subject to the re-entry rule. EXCEPTION: In the event of an injury forcing a player to retire from the game after all available players have been used, another player may be re-introduced into the line-up for the balance of the game. The substitute player must enter the line-up in the position of the injured player. The injured player may not re-enter the game and the substitute must be of the same sex in the co-rec league.

V.5 **PLAYER EJECTION:** If a player is ejected* from a game, no substitute will be allowed for that player. The team **MUST** play the remaining innings short-handed. The player who is ejected must sit out the next game which would include the 2nd game of a doubleheader. *(This means players ejected for any unsportsmanlike conduct.)

V.6 **ONE AND ONE COUNT:** In all Leagues, when a batter enters the batter's box, he/she will have the count of one ball and one strike. On the second foul ball after reaching two strikes, the batter shall be declared out.

V.7 **TIE GAME: If the game is tied after the Time Limit has been reached, the game will remain a tie.** No new inning will start after the time limit. For the purposes of league standings, teams will receive two (2) points for a win, one (1) point for a tie, zero (0) for a loss and (-1) for a forfeit.

V.8 Any team leading by 10 or more runs after five innings (4 1/2 if the home team is ahead) or any complete inning thereafter will be declared the winner and the game will be complete.

V.9 The following home run rules shall be in effect for all games played on fenced park fields. For the purpose of this rule, a "home run" means a fair untouched, over the fence, fly ball. The number of homeruns that a team may hit are as follows: Men's "C" & 35+* 5 homeruns; and Men's "C/D", Co-Rec & Women's 3 homeruns. **Any "home runs" after the above limits will be considered an out.**
- V.10 **COURTESY RUNNER** - If there is not a substitute for an injured player who is not in the line-up the following rules should apply: (1) Any player in the batting order may be used as a runner. (Co-Rec) - the runner must be of the same sex. (2) A player may be a courtesy runner only once per inning. EFFECT: If a player runs the second time in the same inning, he will be called out and removed from the base. (3) A courtesy runner whose turn at bat comes while he is on base will be out. He will be removed from the base and come to bat. A second courtesy runner cannot be substituted at this time. (4) Injured baserunner cannot return to the line-up.
- V.11 Pitcher's Box Rule (optional in all leagues).
- V.12 (Men's Slow Pitch only) Runners may not advance when the ball reaches home plate. No stealing!
- REGULAR CO-REC
- PLAYING RULE EXCEPTIONS (ALL)
- V.13 A team shall consist of 5 men and 5 women. The offensive line-up may begin with either a man or a woman. Thereafter, the sexes shall alternate. If a team is playing with 9 players, there must be 5 of one sex and 4 of the other sex participating. Additionally, if a team is starting with 9 players, there will be a repetition of sex in the line-up. The out will be in tenth spot until such time as a substitute arrives. Therefore, the line-up must begin with the sex which has 5 players.

V.14 The following walk rule will be used in all Regular and Reverse Co-Rec Leagues: When a male batter is walked intentionally or unintentionally the male batter is awarded first and second base and the following female batter must bat. **Exception:** With two outs the female batter has the option to walk or bat. NOTE: When a team is left with a vacant spot in the lineup because of the removal of a player, the opposing team **MAY NOT, WITH 2 OUTS, INTENTIONALLY OR UNINTENTIONALLY WALK THE PREVIOUS BATTER IN ORDER TO GET TO THE "AUTOMATIC OUT" CREATED BY THE VACANT SPOT IN THE BATTING ORDER. IF THE PREVIOUS BATTER IS WALKED, THE VACATED SPOT IS SKIPPED, THE "AUTOMATIC OUT" IS WAIVED AND THE NEXT BATTER IS THE PLAYER WHOSE NAME FOLLOWS THE VACANT SPOT IN THE BATTING ORDER. THIS ONLY APPLIES WHEN THERE ARE 2 OUTS.**

V.15 In the REVERSE Co-Rec Divisions the men shall assume the batting stance opposite to the hand they normally throw a softball. Opposite handed means if the individual fields with the glove on the left hand and throws right-handed normally, he is supposed to bat left-handed, and vice-versa. If the opposing manager feels that any male is not batting opposite handed or on their weaker side as required, he/she may require the batter to switch his batting stance any time. The manager can reverse this decision any time during the game and once the decision is reversed, it will be final. EXAMPLE: If a lefthanded male batter hits a home run right-handed, the next time at bat the opposing manager requests that he bats left-handed. Lefthanded he hits another home run. The opposing manager has one last chance to decide with which hand the batter shall bat. At this point, the decision is final.

V.16 In All Regular Co-Rec and Reverse Co-Rec divisions the men shall hit a 12 inch circumference softball and the women shall hit an 11 inch circumference softball.

V.17 The Defensive positioning rule is **NOT** in effect.
- VI. PROTEST ADMINISTRATIVE PROCEDURES
- VI.1 All protests pertaining to the playing of a game shall be submitted **strictly in accordance to the national rules. Failure to present league rules to an umpire at the time of misapplication of that rule will result in a non-protestable decision. It is the Manager/Coach's responsibility to point out the exact rule that is in question.** Protests shall be submitted in accordance with the national rules and a \$50.00 protest fee, **within 48 hours of the game. The entire fee will be returned if the protest is upheld.**

VI.2 Player eligibility protests must be submitted in writing to the league office within 48 hours after the completion of the game. No fee is required.

VI.3 Any team using an ineligible player shall automatically forfeit each game in which the player participated.

VI.4 Any player who participates under an assumed name will automatically be suspended from all Montgomery County Recreation Department activities for a period of one year from the date of the incident.

- VII.5 If a team uses a player under an assumed name or ineligible age requirement that team shall automatically be dropped from the league. Each game played with that player, and all scheduled games not played, shall be forfeited to the opponents.
- VII.6 Any protest decision on rules interpretation by the League Director may be appealed by either team manager. This appeal shall be submitted in writing with a \$50.00 appeal fee and shall be in the possession of the League Director or postmarked within 5 days of the protest decision. This appeal shall be acted upon by a three member APPEALS COMMITTEE. If the appeal is upheld, the fee shall be returned.

VII. DISCIPLINARY ACTION

The Montgomery County Adult Slow Pitch Softball League is intended as a recreational activity; it is expected that all participants will conduct themselves in keeping with the highest standards of sportsmanship. Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct includes, but is not limited to such things as assault, verbal abuse, threats or physical violence against other participants, umpires, managers, coaches, etc., inappropriate language for a recreational environment, excessive arguing with the umpire, and dangerous actions, e.g., throwing a bat.

- VII.1 The team Manager/Coach is responsible for the conduct of their team and spectators.
- VII.2 In cases where players, managers, coaches, etc. transgress the limits of appropriate behavior, umpires have the authority to eject these individuals from the game. A player, manager or coach who is ejected from a game is suspended at least one (1) additional game. A second ejection during the season shall be an automatic suspension for a period of at least one (1) year from the date of the incident.
- VII.3 Anyone who makes physical contact or threatens an official shall be suspended for at least one (1) year from the date of the incident.
- VII.4 Any player, manager or coach who approaches an official in a negative manner after the conclusion of a league game will be suspended for at least one (1) game.
- VII.5 Any player who violates any of the M-NCPPC regulations, especially the possession or consumption of alcoholic beverages on park property, shall be subject to disciplinary action to be taken by the League Director. (See Park Regulations in the team packet.)

VIII.GAME POSTPONEMENT
Scheduled games will not be changed under any circumstances.

What To Do In Case of Rain

- VIII.1(a) If games are being played on a regional field, please call the regional park inclement weather line, which is listed in the Sports Team telephone numbers.
- (b) If games are being played on local park fields, please call the recreation department's inclement weather phone number, which is 240-777-6889.
- VIII.2Cancellations of any games at the Regional Parks may be verified by calling the following:
- | | |
|----------------------------|--------------|
| Cabin John Regional Park | 301-299-1975 |
| Damascus Regional Park | 301-972-0723 |
| Fairland Recreational Park | 301-774-6611 |
| Martin Luther King Park | 301-622-4018 |
| Olney Manor Park | 301-774-6611 |
| Ridge Road Regional Park | 301-972-0723 |
| Wheaton Regional Park | 301-649-3633 |
| Recreation Department | 240-777-6889 |
- VIII.3 All games that are rained out or postponed on the field, by the umpire, must be called into the Recreation Department the following day by the home team. If not reported within 48 hours of rainout - no make-ups will be allowed. (Call 240-777-6888)
- VIII.4 Lighting Rule: If thunder/lightning can be seen/heard, participants should seek shelter and the game will be stopped. A minimum of fifteen (15) minutes will be allowed to pass after the lightning ends before resuming play.

IX. RESCHEDULING PROCEDURES

- IX.1 Both teams are responsible for making arrangements to make-up rained out or postponed games.
- IX.2 Local Park make-ups: Contact the opposing team manager and agree on a Friday evening, Saturday or Sunday when both teams are available to play.
- IX.3 Regional Park make-ups: Contact the opposing team manager and agree on a date when both teams are available to play. (Only selected weekends are available - dates and fields are included in team packet.) Regional park fields are limited - book rain outs in timely manner or risk losing Regional field.
- IX.4 Contact the League director for field, time, and an umpire. (Mon-Thurs 10:00am-2:00pm)
- IX.5 Both teams will be required to send signed verification of the actual game time and field of the make-up before it is officially confirmed by the league office.
- IX.6 Games which are incomplete or postponed must be rescheduled no later than 10 days following the cancellation. Make-up games must be played before the last game. Exception: the blanket rainout from the first half of the season will be played the first week of June. (Due to additional holidays, some leagues may not have a mid-season make-up.)
- IX.7 If any game is not rescheduled within 10 days the league director will have the discretion to set date, time and field location of the make-up games. All make-up games not played will result in losses for both teams unless one team has agreed to forfeit. This rule will be strictly enforced.

X. CALLING IN SCORES

- X.1 The winning team shall be responsible for notifying the Recreation Department of the score within 48 hours following the game.
- X.2 Failure to report scores by the winning team will result in no points recorded in the standings for both teams.
- X.3 Final standings will be based on reported scores only.

XI. PLAYOFFS

- XI.1 Teams qualifying for the playoffs shall be as follows:
- Informal Leagues - NO PLAYOFFS
Playoff format will be determined at the end of the season.
Men's Playoff-last weekend in July
CoRec Playoff-first weekend in August
- XI.2 League standings will be determined using the following point system: win = 2 pts., loss = 0 pts., and tie = 1 pt., forfeit loss = -1pt. In the event of a tie in league standings, the record of involved teams against one another from league play will be used to break the tie. If the teams are still tied, the tie will be broken by margin of victory of teams against each other in division competition. Standings will be posted on the county website at sports.mcrd.net
- XI.3 Players participating on multiple teams in the same division must choose one roster for playoffs and stick-with that team throughout the playoffs.

XII. MISCELLANEOUS

- XII.1 Awards shall be as follows:
- All Division Champions - 1 team award and 18 individual awards
League Play-off Champion - 1 team award
League Playoff Runner-up - 1 team award
- XII.2 Bases - The home team shall furnish one set of substantially constructed softball bases for each home game not played at a Regional Park. Arrangements may be made with the visiting team to supply bases. There should be at least one strap and one spike per base. Failure of the home team to provide bases may result in forfeiture of that game. (The bases shall be placed 65 feet apart at all levels.)
- XII.3 Balls - The official game balls are as follows:
- Mens-any 12" .44 core ball with a 375 compression
CoRec-both 12" and 11".44 core ball with a 375 compression
Women's-any 11".44 core ball with a 375 compression
- XII.4 BATS: The department will use the ASA rule. Please refer to the department's website at montgomerycountymd.gov/rec, under Sports Programs.
- XII.5 The home team will furnish 2 new balls to start the game. If additional back-up balls are needed, the team that loses the ball shall furnish ball(s) as needed. Please see type of balls under rule XII.3. Any additional or non-league supplied balls must be approved by the umpire.
- XII.5a The Department shall furnish game balls to all teams, 2 for each home game.
- XII.6 Uniforms - All players, all levels of play, should wear the same color shirt. Numbers are optional for League play. Any teams participating/qualifying for ASA/NSA tournament play will be required to follow the tournament uniform rules.
- XII.7 Metal cleats are illegal at all levels in all league games. Tennis shoes or all-purpose molded athletic shoes must be worn. (No screw-on cleats.)
- XII.8.1If the assigned umpire has not arrived for the start of a game within 10 minutes, the teams' managers should confer and decide upon one of the two options listed below. The option chosen should be exercised within ten (10) minutes after the starting time of the game (the term starting time refers to the scheduled game time or to five minutes after the completion of the preceding game, whichever is later.) If the umpire arrives during the ten-minute waiting period, the game is begun immediately with the home team taking the field. The two courses of action available to the teams are:
- XII.8.1a Choose not to play the game. Rescheduling is then handled as described in Rule IX.
- XII.8.1b Agree to begin the game without an official umpire. If the game is started without an umpire, it must be completed. (Note: If the assigned umpire arrives after the game has begun the games would continue with the umpire assuming the duties.) Note: The Time Limit is in effect and reckoned from the scheduled starting time. Both managers are required to sign the official scorebook, and contact the Recreation Department, as proof of agreement. Payment to volunteers or unauthorized umpires is at the risk of the teams and Montgomery County will not reimburse such payment.
- XII.8.2 In either case above, the starting time for the next game is to begin no later than 15 minutes after the scheduled starting time. (That means 7:15pm for a 7:00pm game, etc.) Both teams would have to agree to start or no game would be played.
- XII.8 In any case, when an umpire does not arrive or arrives late, the teams shall notify the Recreation Department the following day by calling 240-777-6888.

Sports Team Telephone Numbers	
240-777-6870	General Information
240-777-6888	Score Reporting: To cancel a field or to report no official
240-777-6899	FAX
240-777-6889	Field Cancellation/ Inclement weather
240-777-6893	Pat Sullivan Men/Seniors League Director
240-777-6870	CoRec League Director
Cancellations of any games at the Regional Parks may be verified by calling the following:	
Cabin John Regional Park	301-299-1975
Damascus Regional Park	301-972-0723
Fairland Regional Park	301-774-6611
Martin Luther King Park	301-622-4018
Olney Manor Park	301-774-6611
Ridge Road Park	301-972-0723
Wheaton Regional Park	301-649-3633

Find Sports Programs on MCRD website:
<http://montgomerycountymd.gov/rec>

